7: Busuttil I, Y-4, 5 (no date) 1894
EZ6 Malta EZ6

crammed to the top with hazelnuts, chestnuts, figs, sweets and other edibles, besides a nice small roll studded with hazelnut-kernels and covered all over with sesame. 527 262 857

With these bags and rolls the happy children come out walking along the streets, proud of what they were lucky to get, then they meet in groups or parties and indulge in games for the nuts.

The most favourite game for children on this occasion is what they call "ta 'l castell" which means hitting at the castle. The castle consists of three nuts put near each other, topped by a fourth. They each arrange, say two or three of these castles in rows, and keep throwing by turns—every one wins the castle or castles he succeeds hitting and demolishing. 527 524 857

7: Busuttil I, Y-4, 5 (no date) 1894
EZ6 Malta EZ6

late round the *jack*, one of the adversaries' side, who is left for the purpose, is called by the skip (l'imghallem), whose duty is to direct each of the men of his side, to play straight at the jack with force, and this generally succeeds in hitting and carrying away the jack from the neighbourhood of his opponents' bowls. 526

When the game is finished the losers, as a rule, stand drinks to the winning side.

PLAYING AT *MORRA*

The Maltese of the lower class, especially boatmen and coal-heavers are very fond of playing at *Morra*. 524 [565]

The *Morra* is a game that keeps the two adversaries—between whom it is played—on the alert and which creates great excitement between them.

7: Busuttil I, Y-4, 5 (no date) 1894
EZ6 Malta EZ6

524 The game consists in presenting very suddenly to your adversary your right hand, keeping one, two, three, or four fingers shut, and in shouting at the same moment the number of fingers extended both by you and by your adversary.

The left hand serves to mark the the points gained.

The precipitate haste, the tensity of mind required, the rapidity of the turns, make both players cry their words in jerks, then their faces become glowing and contracted, while they speak with a guttural intonation the numbers cried: *Dui*, *erbgha*, *tlieta*, *ottu*, *ghaxra* or *collox* &c. (*)

525 Animated by this amusement, which

(*) Two, four, three, eight, ten or all—the player in this case extends the four fingers and thumb while expecting his adversary to do the same.

7: Busuttil I, Y-4, 5 (no date) 1894
EZ6 Malta EZ6

carries a certain spice of gambling, the players of *Morra* congregate at some street corner or a public house and indulge in a game for small stakes which the winner generally spent in assuaging the thirst of both parties, a proceeding to which the loser as a rule made no objection.

FAIRS

Every Sunday morning there is a fair held along strada Mercanti, Valletta. The goods exposed for sale in these weekly fairs are of all descriptions, and attract large crowds, especially of country people.

Besides these Sunday fairs there is also another fair held annually at Floriana on the mornings of the feast days of St. Calcedonio, St. Giacomo, and